

ABSTRACT OF THE DISCLOSURE

A gaming device including a plurality of rounds, games or stages. Each round, game or stage includes at least one outcome such as awards or modifiers. Upon a triggering event, the gaming device initiates a first round,
5 game or stage and generates or determines an outcome for the initiated first round. The determined outcome is provided to or accumulated for the player. Upon the occurrence of a terminating event in the first round, game or stage, the gaming device initiates a subsequent or second round, game or stage. The subsequent round includes at least one successful outcome and a
10 plurality of probabilities of obtaining the successful outcome. Upon the initiation of the subsequent round, the gaming device selects or determines one of the probabilities of obtaining the successful outcome, wherein the probability of obtaining the successful outcome is selected or determined based on the outcome in the first round. That is, the outcome the player obtains in one
15 round alters or changes the player's probabilities of obtaining a successful outcome in at least one subsequent round. In one embodiment, the more successful the player is in a first round, game or stage, the more difficult it is for the player to succeed in at least one subsequent round, game or stage. In another embodiment, the more successful the player is in a first round, game
20 or stage, the easier it is for the player to succeed in at least one subsequent round, game or stage.